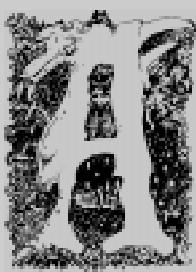


Chapter 5

Elders



bsolutely the most powerful and most dangerous of all the lower planar races are elders. These beings represent extreme law and evil, second to no other. In many ways, they appear much like the baatezu and tanar'ri but despise both of those races, seeing them as nothing but weak and impetuous spirits that must be controlled or, in the case of the latter, destroyed. Their only shortcoming being that they are few in number. However, with the end of the Great Era of Isolation (q.v.), these beings have been slowly increasing in number, gaining much power and influence throughout the multiverse.

Elders have been instructed with one primary goal: gain power. They do this by subverting and corrupting mortals, and thus gaining souls. Unlike the baatezu who prefer to tempt a mortal's intellectual evils as well as the tanar'ri who exploit only the sensual appetites, elders exploit all of these areas of sin among the mortal populations. So skilled are they in these endeavors, they can even threaten and tempt the divine.

"No, you didn't see a thing ... and, there wasn't anything down there..."

...In fact, you weren't even there... And, unless you wish to be demoted to a little spinigon, I suggest that you never think about what it would be like to have gone there..."

—The Pit Fiend Bel, to a Cornugon having just returned from the old city slag mines on Maladomini.

Elders maintain a high code of honor that is even more stringent than that of the baatezu's. They cherish law, honor, and the word of the tongue above all else. That is, they always keep their word and rarely, if ever, lie. At first glance, others might consider this a weakness among the race. It is not, for elders are absolute masters of the tongue and can twist nearly every oath they swear into an unholy promise of doom. (For more information on this code of honor and examples of twisting the spoken word, see The Forbidden Arts section and Infernus chapter of this book.)

The appearance of elders is diverse, some appearing as gothic monsters, others as loathsome insects, but most are diabolical in the extreme. Elders fall into six principal types (in descending order and sub-types):

- ❖ Overlords (maelefic)
- ❖ Lords (maelash, maelor, maelari)
- ❖ Greater (maelec, maelambra, maelnarn, maelvornan, maelvak, maelgrum)
- ❖ Lesser (maeli, maelat, maelicer, maelaptor)
- ❖ Least (maelang)
- ❖ Petitioner (pudcra)

The overlords and lords are the lead elders in charge of all Infernal policies (save those that the elder gods themselves choose to meddle in).

Greater elders implement policy and perform complex or difficult tasks, while lesser types are usually involved with strengthening and maintaining the Infernal armies or their support positions.

The least elder type is assigned exclusively to basic services such as the torture and collection of petitioners and other mortals in the pit.

The pudcra (petitioners described in the following chapter) are so lowly that they are not part of any chain of command, and are treated in much the same way as the baatezu do their lemmings.

COMBAT: All elders have innate magical abilities and can summon their fellows, as detailed in their individual descriptions. They are furthermore able to cast *suggestion* at will, and greater-types may also cast *dimensional anchor* (see *PLAYER'S OPTION: Spells & Magic*) at will.

Lesser elders are indeed immortal, however, lack immortal spirits just as the lesser baatezu and tanar'ri do. Such elders can be slain on any plane of existence and are permanently dead if killed. It is uncertain as to whether lesser elders can be raised or resurrected by any known means.

Greater elders and lords possess *spiritual immortality*, and so cannot be permanently killed unless on their home plane of Infernus. In addition, they are immune to damage that relies on the frailties of the body. That is, death spells, life-level loss, paralyzation, symbols, and

other such magic does not affect them. They can, however, be killed by massive damage, acid (see below), and the like, but not spells such as *destruction*, *finger of death*, *death spell*, *symbol of pain*, etc. Furthermore, they are not affected by instant death blows or severing from weapons—much in the same manner as a troll.

All elders are affected by the following attack forms as detailed below:

Table 20: Attack Form Effectiveness

ATTACK	DAMAGE
Acid	Half
Cold	None
Electricity (lightning)	None
Fire (dragon, magical)	None
Gas (poisonous, etc.)	Half
Iron weapon	Full [†]
Magic missile	Full
Poison	None
Silver weapon	Full [‡]

[†]Unless hit only by magical weapons, in which case damage is none.

[‡]Greater elders take only half damage from non-magical silver weapons; elder lords take none.

PLANAR TRAVEL: Elders can travel to any plane they are able to move to, and those with *plane shift* abilities may venture anywhere in the multiverse they choose, though dare not without first obtaining permission.

ASCENSION: The elders maintain a distinct and rigid promotion system. By achieving goals and performing acts of evil or deeds that further the cause of Infernus, an elder can gain honors, station, and power. The Infernal Lake of Torment is used by the elder lords to test the worthiness of elders as they gain honor. Those that survive such tests go on to advance in station by being painfully transformed into a more desirable form of greater power.

The code system that is followed by these elders is quite strict, and an elder who blatantly dishonor or attack other elders are generally punished severely or slain. Covert assassination among the ranks is rare, though does occur when an elder believes he can get away with such a crime without drawing the attention of a higher authority.

Table 21: Pronunciation Key

Maelang (māl'āng) [mail + lang]	Maelnarn (māl'närn) [mail + narn]
Maelaptor (māl'-äpt'ōr) [mail++ apt + or]	Maelambra (māl-äm'brä) [mail++am+bra]
Maelicer (māl'-iś'er) [mail++ ice + er]	Maelec (māl'ik) [mail + ick]
Maelat (māl'lät) [mail + lat]	Maelari (māl'-är'ē) [mail++ are + ee]
Maeli (māl'i) [mail + eye]	Maelor (māl'ōr) [mail + ore]
Maelgrum (māl'grüm) [mail + grumb]	Maelash (māl'āsh) [mail + ash]
Maelvak (māl'vek) [mail + vack]	Maelefic (māl'-léf'ik)
Maelvornan (māl-vör'nän) [mail++vore+non]	[mail++ lef + ick]

Elder, Least — Maelang

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	O, R, X
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 2-8
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d4/1d4/ 1d6+1/1d6
SPECIAL ATTACKS:	Strength sapping
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	35%
SIZE:	M (5' tall, 12' long)
MORALE:	Elite (13)
XP VALUE:	8,000

Maelang are specialists in torture—responsible for tormenting petitioners and other victims brought to the pits. They appear as snakes with two arms ending in dreadful talons. Maelang also have large fangs and spiked tails. Their skin is red with tones of blue and black. They are masters of terror, sometimes killing bound victims by fright alone.

COMBAT: Maelang gouge victims with their six-inch talons for 1-4 points of damage each, as well as flailing them with their spiked tail for 1-6 additional damage. Furthermore, they may bite their prey for 2-7 damage plus strength draining with their fangs. Every successful bite saps a victim's strength—reducing the character's Strength score by 1 point. This loss is cumulative, but scores above 18 require an additional bite (a total of two) for each point sapped. Lost strength returns at a rate of 1 point per day of complete rest.

Maelang may use any of the following innate spell-like powers once per round and in addition to any other physical attacks they choose to make in the same round: *agonize*, *blister*, *change self*, *dispel magic* (once per week), *nightmare* (once per day), *teleport w/o error*, and *vomit* (once per day).



The spell-like effects that are always active and function as an extension of the maelang's natural senses and immunities are: *detect good/evil*, *detect invisibility*, *detect magic*, and *protection from cantrips*.

Once per day, they may *gate* in 1-4 additional maelang with a 25% chance of success. They also regenerate 1 hit point per round until killed.

HABITAT/SOCIETY: Maelang, though elders, see to the more basic tasks of torment (much like the elderkind), instead of being a part of the elite Imperial organization of true elders.

They have been primarily placed in this role due to their knack for torture. So skilled are they, it is said that a few have actually frightened victims of the pit to death, without ever having touched them.

They love to tear mortals limb from limb or vivisect them (living victims) in front of other prey. They also seem to feed off the terror bred in victims forced to watch these horrific events.

Surprisingly, and perhaps due to their elder heritage, maelang report directly to the mighty rassor.

Elder, Lesser — Maelaptor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Military or Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (12)
TREASURE:	L
ALIGNMENT:	Lawful evil

NO. APPEARING:	20-40
ARMOR CLASS:	1
MOVEMENT:	9, Fl 36 (C)
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d4/1d4/2d4
SPECIAL ATTACKS:	Rake, disembowel
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	45%
SIZE:	M (6' tall and 18' wingspan)
MORALE:	Elite (13)
XP VALUE:	10,000

Maelaptors are the weakest of the elder armies. They appear as giant birdmen, similar to a harpy—though male. Their foliage is black to dark orange in color, and their heads are emaciated and hairless like a vulture's. They are extraordinarily savage, and never communicate except for unintelligible roars and howls of frustration.

COMBAT: Maelaptors attack by raking with their wing buffets and by snapping at prey for 2-8 points of damage. When airborne, they receive an additional two attacks with their taloned feet, causing 2d4 points of damage each.

When on the ground they are especially dangerous, for they may kick like an ostrich, potentially disemboweling their enemies. They may kick only once per melee round with one of their feet, and cannot use their raking attack. Any successful hit causes 3d4 damage and forces the victim to save vs. death or be *disemboweled*, as per the spell of the same name.

Maelaptors may use any of the following innate spell-like powers once per round and in addition to any other physical attacks they choose to make in the same round: *agonize*, *blister*, *boil flesh*, *dispel magic* (once per day), *nightmare* (once per day), *polymorph self* (once per day), *teleport w/o error*, and *vomit*.



The spell-like effects that are always active and function as an extension of the maelaptor's natural senses and immunities are: *detect good/evil*, *detect invisibility*, *detect magic*, *detect traps*, and *protection from cantrips*.

Once per day, they may *gate* in 2-6 additional maelaptors with a 30% chance of success.

They regenerate 1 hit point per round. Maelaptors are lesser elders, and so if killed they are permanently dead.

HABITAT/SOCIETY: Maelaptors are so savage and destructive that they are sometimes mistaken for tanar'ri. Even the powerful maelvaks find it difficult at best to control these creatures.

Some areas outside of Rhä'ha'dum are frequently patrolled by these elders who will attack any being (sometimes even elderkind) who venture there.

Because of their nature, they are often deployed as shock troops, where necessary.

Elder, Lesser — Maelicer

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Common
ORGANIZATION:	Military
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13)
TREASURE:	L, M
ALIGNMENT:	Lawful evil

NO. APPEARING:	10-30
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1d6/1d6/1d4/1d4/ 1d4/1d4/2d4/1d6+1
SPECIAL ATTACKS:	Howl
SPECIAL DEFENSES:	Regeneration, +1 or better weapon needed to hit
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Elite (14)
XP VALUE:	11,000

Maelicer form the main fighting force of the true elder race. They appear similar to a displacer beast, though are somewhat smaller and have two additional tentacles. Their hides are black except for their head and paws which are bone white. They are bred solely for fighting.

COMBAT: Maelicer have a great number of attacks, striking up to eight times per melee round. Each of their claws inflict 1-6 points, and each of their four tentacles flails for 1-4 points. Furthermore, they have a vicious bite that causes 2-8 damage, and can additionally hit with their muscular tails causing 2-7 points of damage.

Once every three melee rounds a maelicer may *howl*, causing all hearing creatures within 30 yards to save vs. spell or flee in panic for 2d4 rounds. If at least eighteen such creatures *howl* in unison, then all hearing creatures are affected as if smitten by a *symbol of hopelessness*, unless they save vs. spell at -2.

Maelicer may use any of the following innate spell-like powers once per round and in addition to any other physical attacks they choose to make in the same round: *agonize*, *bleed*, *blister*, *boil flesh*, *dispel magic* (once per



day), *nightmare* (once per day), *polymorph self* (once per day), *teleport w/o error*, and *vomit*.

The spell-like effects that are always active and function as an extension of the maelicer's natural senses and immunities are: *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may *gate* in 2-6 additional maelicer with a 35% chance of success.

They regenerate 1 hit point per round. Maelicer are lesser elders, and so if killed they are permanently dead.

HABITAT/SOCIETY: Maelicer are the backbone of the true elder armies. They are savage and mean, often attacking without reason—something the elder lords are not amused by.

Elder, Lesser — Maelat

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (15)
TREASURE:	R, S, T
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	15, Fl 24 (B)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d3/1d3/1d4/1d6 + 2 (Strength bonus)
SPECIAL ATTACKS:	Fear, sleep
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	55%
SIZE:	M (7' tall)
MORALE:	Champion (15)
XP VALUE:	13,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
8	3/4/13	All/All	2	13	140

Maelat are the general messengers for the elders, usually preferring to avoid combat. They appear similar to humanoid bats, though seven-feet tall and having a clubbed tail. Maelat are jet except for their eyes, teeth, and nails which are white. They usually communicate only with telepathy.

COMBAT: Maelat are never surprised and receive sensory impressions informing them of the exact location, size, and speed of anything within 30-yards.

Maelat attack with their two claw attacks for 1-3 points of damage each, plus 2 for their 18 strength. They may also bite for 1-4 points and club opponents with their tail for 1-6 damage.

Their gaze causes *sleep* in all whom they stare (creatures above 4+3 hit dice are not affected). Maelat also radiate *fear* in a 5'-radius (save vs. spell to avoid).

Maelat may use any of the following innate spell-like powers once per round and in addition to any other physical attacks they choose to make in the same round: *boil flesh*, *dispel magic* (twice per day), *nightmare* (twice per day), *polymorph self*, and *teleport w/o error*.



The spell-like effects that are always active and function as an extension of the maelat's natural senses and immunities are: *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Three times per day, they may *gate* in 1-2 maelicer or 1-3 maelaptors with a 40% chance of success.

They regenerate 2 hit points per round. Maelat are lesser elders, and so if killed they are permanently dead.

HABITAT/SOCIETY: Maelat fill the needed role of messengers for the elders and powerful elderkind who call upon them. They are well respected for their ability to place great importance on the delivery of their messages, and will not submit to bribes or threats meant to reveal, delay, or prevent delivery.

They are rarely used for messages delivered to other planes or Plane Prime, however, when they are so assigned, they must use portals in order to travel.

Elder, Lesser — Maeli

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	R, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-8
ARMOR CLASS:	-3
MOVEMENT:	9, Fl 24 (B)
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d3/1d3/1d3/1d3/2d4/2d6
SPECIAL ATTACKS:	Fear, poison, saliva
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	M (7' long)
MORALE:	Champion (16)
XP VALUE:	15,000

Psionics Summary:

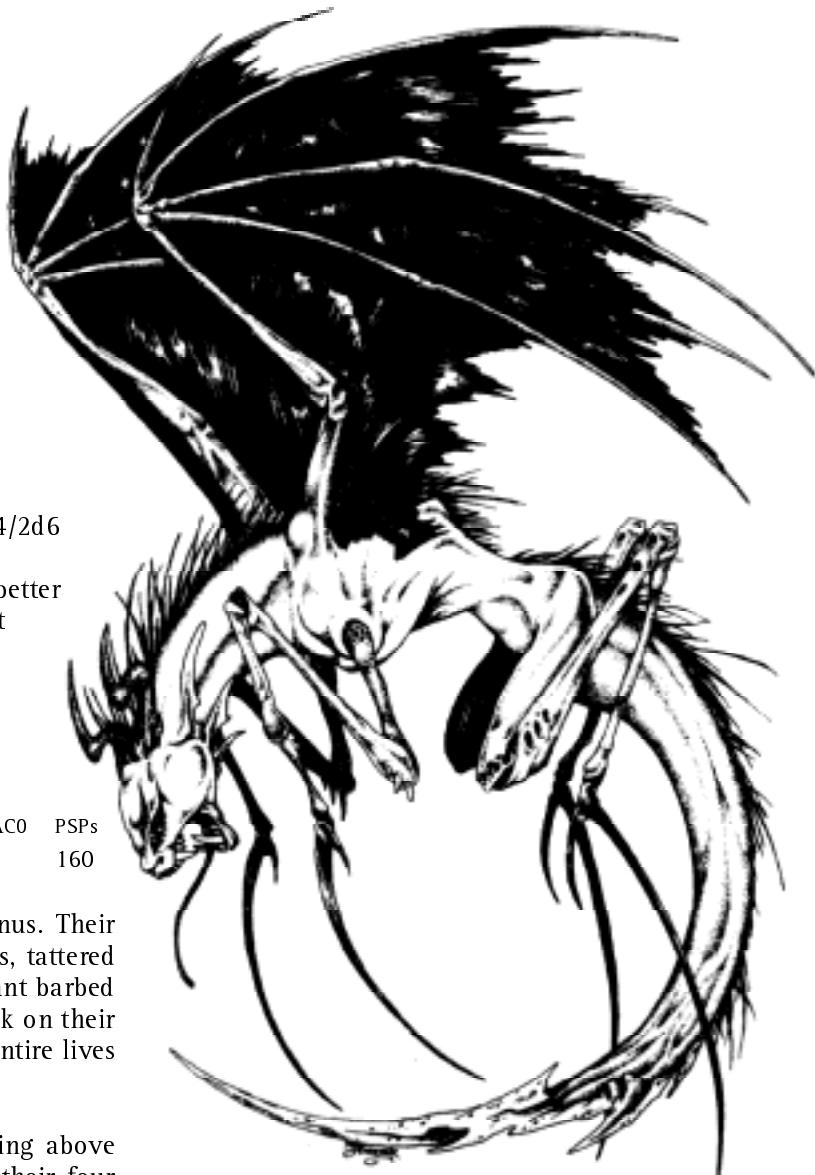
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
8	3/4/13	All/All	2	12	160

Maeli are the elite airborne troops of Infernus. Their hideous form consists of four insect-like legs, tattered bat wings, and a muscular tail ending in a giant barbed stinger. They have white skin ranging to black on their wings and leg-ends. They often spend their entire lives airborne.

COMBAT: Maeli attack most savagely, hovering above their opponents and ruthlessly raking with their four bladed legs for 1d3 damage each, +4 for their 18⁷⁶ strength. They also bite victims for 2-8 points and their saliva prevents normal healing. More feared is their wickedly barbed tail, which they swing like a great sword hitting for 2-12 points of damage and injecting a poison.

Those injected must save vs. poison at -4 or be *weakened* (victim's strength is cut in half [fractions rounded up] for 1d3 turns—a strength of 18⁰¹ to 18⁰⁰ is reduced to 10, giant-type strengths are reduced by four points [e.g., 19 becomes 15, 24 becomes 20, etc.]). However, this poison affects victim's muscles, and so creatures possessing supernatural strength such as certain undead, greater demons, and angels are not affected, though ogres, trolls, and giants would be.

Maeli radiate *fear* in a 5'-radius (save vs. spell to avoid).



Maeli may use any of the following innate spell-like powers once per round and in addition to any other physical attacks they choose to make in the same round: *agonize*, *blister*, *boil flesh*, *dispel magic* (twice per day), *nightmare* (twice per day), and *teleport w/o error*.

The spell-like effects that are always active and function as an extension of the maeli's natural senses and immunities are: *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Three times per day, they may *gate* in 1-4 maelicer or 1-2 of their fellows with a 45% chance of success.

They regenerate 2 hit points per round. Maeli are lesser elders, and so if killed they are permanently dead just as lesser baatezu, tanar'ri, and the like.

Elder, Greater — Maelgrum

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	R, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	15
HIT DICE:	9+15
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	Fear, tongue, rear attack
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	60%
SIZE:	L (8' tall)
MORALE:	Fanatic (18)
XP VALUE:	18,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
10	4/5/15	All/All	-1	10	180

Maelgrum are the Infernal bounty hunters. They have short, powerful bodies and mottled skin ranging from maroon to violet colors. Their heads are squat and hold huge jaws. They also have four eyes and a series of tentacles along their backs. They speak in a hissing tone.

COMBAT: Maelgrum have a powerful leap ability that enables them to jump 30' high and twice that forward or back. They use this ability to surprise victims by landing on them and savagely biting for 2d6 points of damage. They also especially love to rend victims with their claws for 1d8 points each (plus strength bonus).

Maelgrum also have two special attacks. The first is their 20'-long sticky tongue that can be used to reel man-sized or smaller victims in. The tongue strikes with a +4 bonus to its attack roll, but causes no damage on a successful hit. At that time, the victim has only one round in which to sever the tongue, which requires a combined total of 16 points of damage to sever—this damage is not subtracted from the elder's hit point total. Failure indicates that the victim is reeled-in to the maelgrum where it can be automatically hit by all three of the elder's attacks. Severed tongues regrow in a day.

The second special attack is use of the tentacles along its back against rear-facing opponents. These tentacles hit for 1d6 damage each, and 1d3 such



tentacles are able to strike rear-facing victims each round.

Maelgrum radiate *fear* in a 10'-radius (save vs. spell to avoid). Their gaze also causes *weakness* and *chill* (save vs. death or slows 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted).

Maelgrum may use any of the following innate spell-like powers once per round at 15th-level and in addition to any other physical attacks they choose to make in the same round: *animate object* (once per day), *chains of suffering* (once per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph self*, *polymorph other* (once per day), *shape change* (once per day), and *teleport w/o error*.

The spell-like effects that are always active and function as an extension of the maelgrum's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-4 maeli with a 55% chance of success.

They regenerate 2 hit points per round and are immune to Enchantment/Charm magic. Like other greater elders, if they are killed outside of Infernus only their material forms are destroyed, but their spirit requires two years in which to reform.

Elder, Greater — Maelvak

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	12
HIT DICE:	10+18
THAC0:	11
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8/1d8/1d12/1d12/1d10/2d6 +8 (Strength bonus)
SPECIAL ATTACKS:	Fear, breath weapon
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	L (10' tall)
MORALE:	Fearless (19)
XP VALUE:	20,500

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
10	4/5/15	All/All	-1	10	200

Maelvak are the master sergeants in charge of the true elder troops, and reporting directly to the maelari lords. A most noticeable feature of these 10'-tall humanoids is their four arms. The top two end in claws with two opposable thumbs, while the lower pair end in multi-tined pincers. They have powerful tails armed with spikes (like a stegosaurus), antler-like horns, and large jaws. Their skin is gray with bits of maroon, and they often roar and spit when speaking.

COMBAT: Maelvak prefer physical combat, and attack six times per round with a powerful claw/claw (1d8), pincer/pincer (1d12), bite (1d10), and tail (2d6) routine.

They may also use their breath weapon once per turn—a cone of fire 30' long and 10' wide at its terminus for 8d8 points of damage (save for half-damage)—which replaces the bite attack.

Maelvak radiate *fear* in a 10'-radius (save vs. spell to avoid). Their gaze also causes *weakness* and *chill* (save vs. death at -1 or slows 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted).

In addition to the powers available to all true elders, a maelvak may use any of the following innate spell-like powers once per round at 16th-level and in



addition to any other physical attacks it chooses to make in the same round: *animate object* (once per day), *chains of suffering* (once per day), *disembowel* (once per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph self*, *polymorph other* (once per day), *shape change* (once per day), and *teleport w/o error*.

The spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the maelvak's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 2-6 maeli, 2-8 maelicer, or 1-10 maelaptors with a 75% chance of success.

Maelvak are immune to instant death, severing, and symbols, as are all greater elders. Furthermore, they save at +2 vs. all spells of the Enchantment/Charm schools of magic.

They regenerate 3 hit points per round. Like other greater elders, if they are killed outside of Infernus only their material forms are destroyed, but their spirit requires four years in which to reform.

HABITAT/SOCIETY: Maelak are a sort of sergeant, in charge of one or more squads of maeli, maelicer, and/or maelaptors. They do not like leading elderkind into battle, as they believe them to be ineffective soldiers.

Elder, Greater — Maelvornan

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (18)
TREASURE:	S, T
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	15
HIT DICE:	11+20
THAC0:	9
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1d8/1d8/1d6/1d6/ 1d6/1d6/1d6 +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	70%
SIZE:	L (8' tall)
MORALE:	Fearless (19)
XP VALUE:	23,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
11	4/6/16	All/All	-1	7	224

Maelvornan are eight-foot tall humanoids with brownish red skin. They also have two tentacles lined with poison-laced spikes and two barbed, sword-like projections from their shoulders. They have powerful legs and can leap up to 20' high and twice that forward or back.

COMBAT: Maelvornan attack with their two wickedly-taloned claws for 1-8 points of damage each, plus strength bonus. In addition, they may pierce opponents with their barbed lances for 1-6 points each, as well as bite them for an additional 1-6. Worse, they may flail opponents with their poisoned tentacles for 1-6 damage each plus injects a caustic venom that causes an additional 1d4 damage for 1d3 rounds and *slows* victims who fail a saving throw vs. poison at -3.

These elders radiate *fear* in a 15'-radius (save vs. spell to avoid). Their gaze also causes *weakness* and *chill* (save vs. death at -1 or *slows* 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted).



In addition to the powers available to all true elders, a maelvornan may use any of the following innate spell-like powers once per round at 18th-level magic use and in addition to any other physical attacks it chooses to make in the same round: *animate object* (once per day), *chains of suffering* (once per day), *disembowel* (twice per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph self*, *polymorph other* (once per day), *shape change* (once per day), and *teleport w/o error*.

The spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the

maelvornan's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-3 maelvak or 2-6 maeli with a 55% chance of success.

Maelvornan are immune to instant death, severing, and symbols, as are all greater elders. Furthermore, they save at +3 vs. all spells of the Enchantment/Charm schools of magic. They are also immune to mind-affecting/controlling magic (see list for high Wisdom scores). Their Wisdom is 19.

They regenerate 3 hit points per round. Like other greater elders, if they are killed outside of Infernus only their material forms are destroyed, but their spirit requires six years in which to reform.

HABITAT/SOCIETY: Maelvornan are a sort of jack-of-all-trades, thus performing a variety of services. One of the services they are most famous for is herding the thunderbeasts (q.v.). These beasts are then tamed and trained for use as mounts by some of the higher ranking lords, as well as other powerful beings.

Maelvornan are adept at this task and have developed an extensive training system for those beasts. So far, no other creature has been able to successfully tame a thunderbeast, and so maelvornan are highly sought for this task.

These elders have also been known to serve in the role of guards and escorts, especially for other greater elders who must venture to other planes.

Some are even used as messengers when the material is highly sensitive. Even in such roles, the maelvornan will carry out their duties without delay or error, though they have been known to gripe at petty requests.

ECOLOGY: Maelvornan appear almost cheerful in their acceptance of most tasks, even petty ones, for they have a great goal to achieve: status as a maelnarn. The desire to reach maelnarn status is intense as it is the first such rank that is actually recognized with dignity by elder lords and (sometimes) princes.

Therefore, only the most dedicated and successful maelvornan reach this desired goal and endure suffering in the Lake of Torment. Those who fail to exceed the expectations of their lords remain maelvornan indefinitely.

Likewise, maelvornan are spawned from those maelvak that demonstrate ingenuity on the battlefield.



Elder, Greater — Maelnarn

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (19)
TREASURE:	G, V
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-6
MOVEMENT:	18, Cl 15
HIT DICE:	12+23
THAC0:	9
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1d6/1d6/1d6/1d6/ 1d6/1d6/1d10/1d8 +6 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, breath weapon
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	70%
SIZE:	L (10' tall)
MORALE:	Fanatic (18)
XP VALUE:	25,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
13	4/7/18	All/All	-3	6	242

Maelnarn are the master builders in the realms of Infernus, responsible for the magnificent and spectacular palaces and citadels found there. They appear as a cross between a dragon's body and an insect's legs and pincers. Their carapace and hides are dark maroon with a tan underside. Their eyes are multi-faceted and their giant jaws and head are disproportionately large for their wiry necks. Maelnarn also have a muscular tail with a giant barbed stinger.

The entire monstrosity towers a full 10' high, though they are very intellectual beings with pleasant voices and calm demeanor.

COMBAT: Maelnarn abhor physical combat, but can attack eight times per melee round, dividing their attacks among a maximum of nine (including spell-like powers) different targets. Each of their six pincers hits for 1d6 points and a +6 bonus from their 18th Strength. They may also bite their opponents for 1-10 points and



sting them with their deadly barb for 1-8 points of damage plus injects a virulent poison (save vs. poison or die in 1d3 rounds). They are also prodigious climbers.

Once every four melee rounds, they may use their breath weapon: that of a 1'-wide bolt of lightning that streaks 90' feet in a straight line from the demon's mouth. Any creatures in the line of this discharge must save vs. breath weapon for half damage. Otherwise, they sustain a full 10d8 points of electrical damage.

These beings also have the ability to automatically detect faults in any structure. That is, any structure (building, castle, bridge, citadel, etc.) containing a structural fault or defect (either by design or age), can be instantly spotted by these elders. Some maelnarn are

so adept at finding the most vital point in any fault that they have been able to collapse entire castles by carefully aiming their breath weapon attack.

In addition to the powers available to all true elders, a maelnarn may use any of the following innate spell-like powers once per round, at 20th-level of ability, and in addition to any other physical attacks it chooses to make in the same round: *animate object* (once per day), *chains of suffering* (once per day), *disembowel* (twice per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph self*, *polymorph other* (once per day), *shape change* (once per day), *teleport w/o error*, and *wish* (once per year).

The spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the maelnarn's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-3 maelvornan or 2-6 maeli with a 50% chance of success.

Maelnarn are immune to instant death, severing, and symbols, as are all greater elders. Furthermore, they save at +3 vs. all spells of the Enchantment/Charm schools of magic. They are also immune to mind-affecting/controlling magic (see list for high Wisdom scores). Their Wisdom is 20.

They regenerate 4 hit points per round. Like other greater elders, if they are killed outside of Infernus only their material forms are destroyed, but their spirit requires eight years in which to reform.

HABITAT/SOCIETY: Maelnarn are very important to the pride of elder lords as well as the princes and kings themselves. They are highly sought and well respected for their talents of architecture. Their brilliant minds coupled with their immortal existence, timeline of the elders, and extreme dedication has enabled them to build an architectural knowledge base far superior to all others. On no other plane are their structures as truly magnificent as those on Infernus.

Individual elder lords employ one or more of these beings to design their palaces in newly acquired or conquered territories throughout Infernus. It is not unusual for the employed maelnarn to be bathed in wealth and gifts to help assure a spectacular design, as many such lords judge other lords by the size, complexity, and beauty of their palaces. Rarely, maelnarn are even promised huge thrown rooms, lavish chambers, or an entire wing of a palace in order for a lord to gain

centuries-long servitude from the maelnarn. If a lord can retain such services, he is assured of expansion.

When an elder prince or king wishes to expand his quarters by building upon the grand citadel of Rhä'ha'dum itself, at least a dozen of these beings are gathered into a full-time design team, sometimes taking centuries to develop the proper plans.

In addition, a full-time staff of 100 maelnarn are forever assigned to the duty of expanding the common areas of Rhä'ha'dum, including new additions to the city structure and palace itself, as well as the demolition of older structures now out of favor with the gods.

Once plans are completed for any project, the maelnarn are also responsible for training work supervisors and labor team leaders. They will call upon and train both elderkind and slaves for such duties. Any call from a maelnarn to such duty is generally obeyed without question, unless the worker or supervisor can curry sufficient favor from another elder lord, for the employing lords give the maelnarn a wide latitude of power in order to complete their projects as quickly as possible. Generally, most Infernal denizens, if not all, prefer other activities to construction, as this role is very difficult and sometimes borders on torture.

Legends tell of how the great citadel Malsheem on Baator's Ninth was actually designed in part by a maelnarn. Supposedly this maelnarn was captured or bribed into service by either the Lord of the Ninth or the Dark Eight. Whether this is true or not, none can say for certain, however, Malsheem does possess a mass and size nearly as great as Rhä'ha'dum itself, and so far no other beings have demonstrated architectural knowledge capable of such a feet. Even the brilliant arcanaloths of the yugoloth race have failed to come close to such a prize with their Khin-Oin in the Gray Waste, and most believe that they would surpass the baatezu in such an effort. The only evidence to the contrary is that Malsheem, though impressive, does not exhibit the beauty found in most Infernal designs. Then again, to the maelnarn, sometimes beauty takes other forms in a design.

ECOLOGY: Maelnarn are maelvornan elders that have shown the most dedication to their tasks, as well as the most intelligence and ingenuity in overcoming their obstacles. These maelvornan elders are subjected to the waters of the Lake of Torment. Those that survive go on to become maelnarn.

Maelnarn often refuse promotion to maelambra status, as they enjoy their creativity. Though more desire the prestige involved with more power and the ability to infiltrate other planes of existence.

Elder, Greater — Maelambra

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	U
ALIGNMENT:	Lawful evil

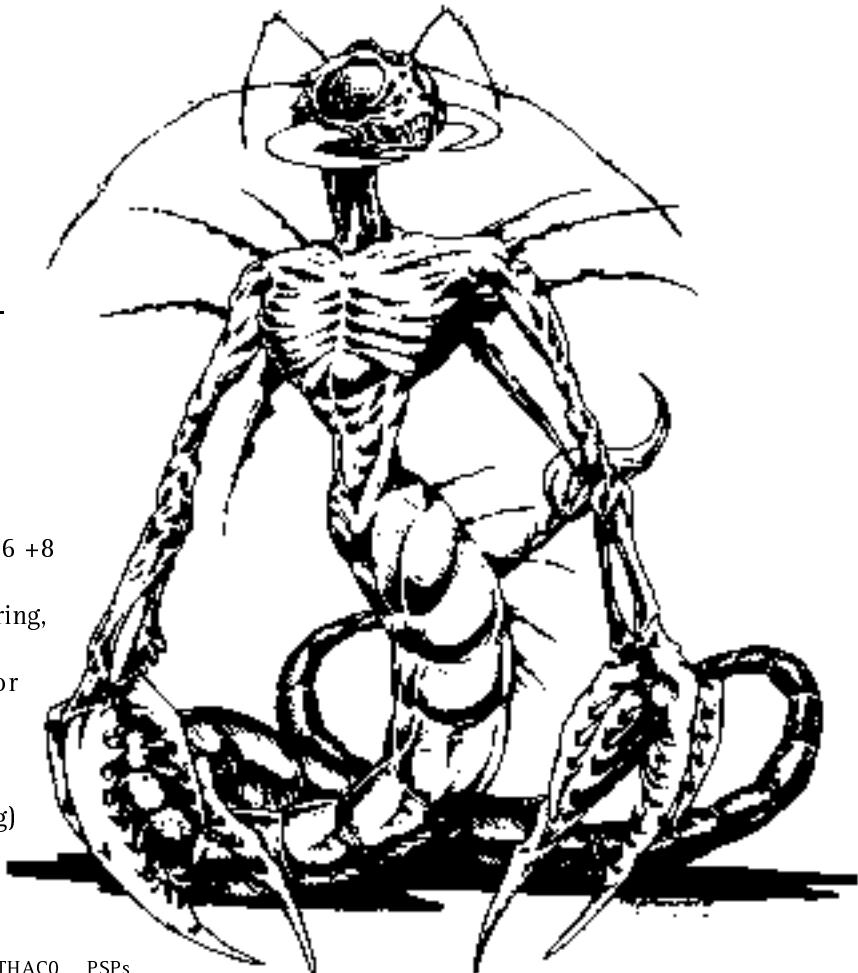
NO. APPEARING:	1
ARMOR CLASS:	-7
MOVEMENT:	15, Sw 15
HIT DICE:	13+25
THAC0:	7
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d12/1d12/1d6/1d6 +8 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, severing, infiltration
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	75%
SIZE:	L (11' tall, 17' long)
MORALE:	Fearless (19)
XP VALUE:	26,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
14	5/7/19	All/All	-5	4	260

Maelambra are masters of deception and infiltration. They appear somewhat insectoid, having a segmented scorpion's tail, multi-faceted eyes, antennae, and quadra-posing pincers. They slither about on their snake-like bodies in complete silence. Their carapace and skin are brownish-green in color. Their voices are dynamically wide, enabling them to speak in high-pitch squeaks or rumbling roars. They can also mimic any voice they hear with 99% accuracy.

COMBAT: Maelambra are superb shape-shifters, but prefer their natural form. In this form they are able to attack with their deadly pincers, striking for 1d12 points of damage each, plus their great strength bonus. In addition, the pincer attack may sever a limb on an unmodified attack roll of 18, 19, or 20; the victim must save vs. paralyzation at -1 or lose an arm (60% chance) or leg (40%). Metal armor gives a +2 bonus to such a save, magical armor an additional +1 for each "plus."



They may also bite their opponents for 1-6 points and sting them with their scorpion's tail for an additional 1-6. Victims stung by this tail must save vs. poison at -3 or die in 1d6 rounds. Maelambra radiate *fear* in a 10-yard radius (save vs. spell at -2 to avoid).

In addition to being able to *shape change* at will, they may also use their specialized shape-shifting ability to duplicate the appearance of a specific being with absolute precision. Furthermore, they can replace their victims with 100% accuracy by inserting their two longest antennae into a slain or captured victim's brain. This allows them to gain the memories and knowledge of that being as well.

More serious than any of the foregoing, is that when a maelambra is shape-changed, they take on every aspect of the being they replace, save intelligence, hit points, and powerful innate spell-like abilities (powers duplicating spells higher than fifth-level). All other spell-like powers, natural or unnatural auras, immunities and weaknesses, etc., are gained by the maelambra. Worse, if the form assumed normally

possessed a differing alignment, did not radiate magic, and so on, then the disguised maelambra would also radiate those auras as appropriate to the being duplicated (e.g., a maelambra disguised as a tanar'ri would radiate chaotic evil if detected for, and if it assumed the form of a bunny rabbit, it would not radiate magic, nor an alignment). Also, if a maelambra is slain while maintaining a guise, it does not revert to its natural form.

The only limitations to this creature's replacement ability is that it cannot gain the knowledge, memories, or form of creatures possessing of having possessed more hit points or greater intelligence than the maelambra. Nor can it duplicate a being larger than huge (H) sized.

For example, one of these elders could assume the form of a hamatula baatezu in order to safely gain entry into Baator. Then, it could hunt an appropriate victim, for example finding a lone gelugon. Reverting to its natural form, it could most likely defeat the gelugon and then exactly duplicate that specific gelugon's appearance. Inserting its antennae into the gelugon's cranium, it would gain the knowledge and past experience of that being, along with its partial susceptibility to fire, innate power to create a *wall of ice* (because this is a fifth-level or lower spell-equivalent power), and numbing cold tail. Likewise, the maelambra would still have its original hit point total, though it would only regenerate 2 hit points per round (like all gelugons) and would have the lesser strength of 18⁷⁶.

In this example, the maelambra could then resume the normal activities and duties of that gelugon (having the gelugon's knowledge and memories) while spying on the activities of others. Later, if this disguised elder were killed in a tanar'ri ambush as part of the ongoing Blood War, its body would remain a gelugon—its disguise never having been revealed.

In addition to the powers available to all true elders, a maelambra may use any of the following innate spell-like powers once per round, at 20th-level of ability, and in addition to any other physical attacks it chooses to make in the same round: *animate object* (once per day), *chains of suffering* (twice per day), *disembowel* (twice per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (four times per day), *polymorph other* (twice per day), *shape change*, *teleport w/o error*, and *wish* (once per year).

The spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the maelambra's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*,

detect magic, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in 1-4 maelvornan or 2-8 maeli with a 60% chance of success.

Maelambra are immune to instant death, severing, and symbols, as are all greater elders. Furthermore, they save at +3 vs. all spells of the Enchantment/Charm schools of magic. They are also immune to mind-affecting/controlling magic (see list for high Wisdom scores). Their Wisdom is 21.

They regenerate 4 hit points per round. Like other greater elders, if they are killed outside of Infernus only their material forms are destroyed, but their spirit requires nine years in which to reform.

HABITAT/SOCIETY: Maelambra are very important to the maelor, and report directly to those lords. They serve in the role of spies, triple agents, assassins, and instruments of discord. They greatly enjoy their roles and the freedoms offered. Likewise, the maelor lords benefit greatly from these creatures which, in fact, are the cornerstones of those lords' power and influence.

As spies they use their shape-shifting abilities to commonly infiltrate the baatezu and yugoloths, and sometimes the tanar'ri. On rare occasions, the maelor send these elders to the upper planes to impersonate devas and the like (though planetars and solars are far too powerful a shape to assume). Once they have successfully infiltrated such races, they gather much information, all of which is returned to the maelor so that it can be added to the Library of Time (q.v.). Important data is also passed along to the elder princes when great matters involving the planes are at hand.

Sometimes these creatures are used as triple agents against the yugoloths (one of the few races actually aware of the elders). By contacting yugoloth kings and portraying an alliance with them while supposedly on elder spy missions against them, they actually feed false information to the yugoloths while gathering real information for the maelor.

Maelambra are also utilized as assassins, using their abilities to get close to powerful baatezu, yugoloth, gehreleth, or tanar'ri in order to assassinate them. The latter are infiltrated in this manner in order to spark new battles in the Blood War by leaving appropriate clues and evidence of a baatezu or yugoloth they wish to frame for the assassination.

Finally, they are also sent to cause great discord, replacing beings of influence and attempting to spark upheavals or rebellions in order to weaken the other races. They are especially fond of this political power when used to play one faction against another.

Elder, Greater — Maelec

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	D, X
ALIGNMENT:	Lawful evil

NO. APPEARING:	1 or 2-6
ARMOR CLASS:	-7
MOVEMENT:	15
HIT DICE:	14+26
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d12/1d12/1d8/1d6 +10 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, breath weapon
SPECIAL DEFENSES:	Regeneration, +3 or better weapon needed to hit
MAGIC RESISTANCE:	75%
SIZE:	H (13' tall)
MORALE:	Fearless (20)
XP VALUE:	26,000

Psionics Summary:

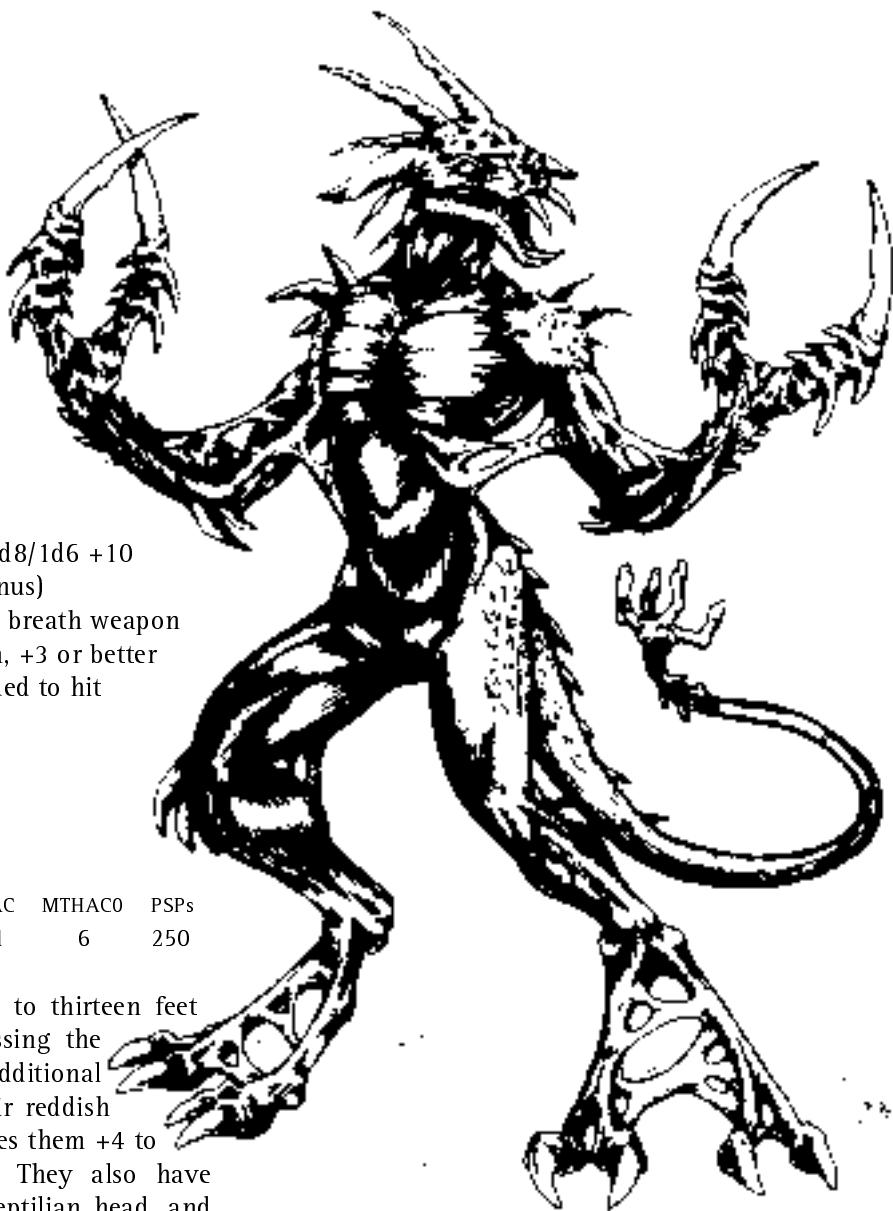
Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
14	5/7/19	All/All	-1	6	250

Maelec are towering fiends, twelve to thirteen feet high. They are very strong, possessing the strength of a fire giant, and have additional abductor muscles visible above their reddish black skins. Their great strength gives them +4 to hit and +10 to damage bonuses. They also have prehensile-handed tails, a fanged reptilian head, and four gleaming white eyes.

COMBAT: Maelec prefer to attack their opponents physically. Their main physical attack is by use of their terrible pincers, each causing 1-12 points of damage, plus strength bonus. They may also wield weapons in their specialized tails, or flail opponents for 1-6 points of damage.

Their bite is especially feared, for it not only inflicts 1-8 points of damage, the fangs also inject a powerful poison (save vs. poison or die in 1d3 rounds).

Once per turn, a maelec may catch-up a foul, acidic jelly which can be spit at opponents within 20-yards. The spray is a cone 60' long and 10' wide at its terminus. This jelly will burn away metals as well as



flesh for 1d4 rounds, causing 3d8 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to the cone's diameter in one round. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail +3* takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

Weapons and armor with magical bonuses that are not exposed to the jelly long enough to be destroyed are instead weakened appropriately (thus, in the above example, *plate mail +3* exposed for only two rounds would become *plate mail +1*).

Maelec can also break any magical barriers by striking them with their pincered claws, one barrier per round. Thus, a maelec could shatter a *wall of stone*, *wall of force*, *cube of force*, *prismatic sphere*, and the like, but not a heavy iron door that was crafted manually or with the aid of magic, though their great strength may aid them in this area as well.

Maelec radiate *fear* in a 10-yard radius (save vs. spell at -2 or flee in panic for 1d3 turns). Their gaze also causes *weakness* and *chill* (save vs. death at -1 or slows 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted).

In addition to the powers available to all true elders, a maelec may use any of the following innate spell-like powers once per round, at 20th-level of ability, and in addition to any other physical attacks it chooses to make in the same round: *animate object* (once per day), *chains of suffering* (thrice per day), *disembowel* (twice per day), *dispel magic*, *infernal ingestion* (once per day), *nightmare*, *plane shift* (twice per day), *polymorph other* (twice per day), *shape change* (once per day), *teleport w/o error*, and *wish* (once per year).

The spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of the maelec's natural senses and immunities are: *detect charm*, *detect good/evil*, *detect invisibility*, *detect lie*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Three times per day, they may *gate* in one of their fellows with a 60% chance of success.

Maelec are immune to all instant death, severing, and symbols, as are all true elders. Furthermore, they save at +3 vs. all spells of the Enchantment/Charm schools of magic. Their Wisdom is 21.

They regenerate 5 hit points per round. Like other greater elders, if they are killed outside of Infernus, only their material forms are destroyed, but their spirits require a decade in which to reform.

HABITAT/SOCIETY: Maelec are the only elders that do not seem to exhibit great personal pride and ambition. This makes them especially loyal and highly sought after by others. Maelari lords are known to employ between two and six of these royal guards, while the maelor sometimes keep as many as two dozen about themselves and their treasures. Though it may seem unnecessary, even overlords employ these beings.

In this role of royal guards, the maelec are not subject to bribes or temptation and will always place

their lives before their masters (a rare thing indeed within a lawful evil society). In addition, to better serve their lords, they do not experience the emotion of fear and never need check morale, and thus fight to the death.

Not all maelec serve elder lords. Some are also dedicated to the cause of Infernus itself, and can be seen protecting sensitive chambers, shrines, art, or providing escort to lesser beings on important missions. In the case of the latter, maelec will protect relatively weak creatures and take orders from them as long as the maelec sees the creature's role as vital to Infernus (though they cannot be ordered about as if by elder lords).

Occasionally, these creatures are used as royal messengers, delivering important treaties, doctrines, or other messages to dangerous areas or to other planes (especially the homes of yugoloths and other powerful beings).

ECOLOGY: The role of the maelec with regard to elder advancement is little understood. Some believe that maelec serve as a final stepping stone, before ascending into the ranks of the elder lords, by testing one's true loyalties. Existence as a maelec is long, tedious, and unrewarding. Those that do not survive these centuries-long tests are stripped of their power and station, and reduced to elderkind status.

Surprisingly, the inquisitive maelari lords do not seem to pay much attention to the maelec, assuming their loyalty unless evidence to the contrary becomes known.

Maelambra that have achieved the greatest status and honors are transformed into maelec involving ceremonies of unimaginable torture in the Lake of Torment. Those maelambra that do not survive are deemed unworthy.

Maelec that maintain their faithful and dedicated service for at least a millennium become candidates for the maelari when one of those creatures either advances or falls.



Elder, Lord — Maelari

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Godlike (21)
TREASURE:	A, F, H, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	12, Sw 18
HIT DICE:	16+28
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/4d10 or by weapon type +9 (Strength bonus)
SPECIAL ATTACKS:	Fear, constriction, poison
SPECIAL DEFENSES:	Regeneration, +4 or better weapon needed to hit
MAGIC RESISTANCE:	80%
SIZE:	L (12' tall, 30' long)
MORALE:	Fearless (19)
XP VALUE:	28,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
16	5/8/21	All/All	-8	2	290

Maelari are the lords of woe and the Infernal generals. They have humanoid torsos atop a serpent's body. Their heads are hooded and their skin is a dark red ranging to glistening maroon with a pale underside and face. Maelari tower a full twelve feet high and are twice that in length. Their voices are very deep, commanding, and impossible to ignore.

COMBAT: Maelari always carry magical swords of at least +3 enchantment, but can also rake opponents for 1-8 points of damage (plus strength bonus). Their more preferred attack, however, is to throw their coils around a victim in order to constrict him or her. The tail inflicts 4d10 points of crushing damage and drives the breath from a victim. Once constricted, the victim automatically sustains 4d10 points of damage each round. Additionally, the trapped creature must make a Constitution check every round or fall unconscious.

Victims must have at least a 17 Strength if they hope to have any chance of breaking free. There is a 10% chance per point of Strength above 16 that a victim may escape the coils each round. If the victim



has outside help, each point of Strength above 16 adds to the cumulative total percent chance. For example, if a victim with a 17 Strength was entrapped and the victim received outside assistance from an ally also possessing a 17 Strength, they would have a combined 20% chance to free the victim each round.

Furthermore, maelari may spit venom like a cobra. This venom is highly corrosive and will blind victims who fail a saving throw vs. death at -4. It also burns away flesh on contact at a rate of 1d8 points of damage each round for 1d6 rounds.

Maelari radiate *fear* in a 30-yard radius (save vs. spell to avoid) and also generate *weakness* and *chill*.

(save vs. death at -2 or *slows* 50% and -5 on all dice rolls) in a 10-foot radius. In addition, they may cause *terror* (save vs. death at -2 or be paralyzed with fear—the victim is aware of nothing but the maelari, and is so terrified that he or she is drained of all strength to move—the effect lasting for 1d3 rounds after the gaze is lifted) whenever a maelari directly stares at any one person.

In addition to the powers available to all true elders, a maelari may use any of the following innate spell-like powers once per round, at 25th-level magic use, and in addition to any physical attacks made in the same round:

- ✖ animate object, 3 times per day
- ✖ chains of suffering
- ✖ demon seed, 1 time per day
- ✖ disembowel
- ✖ dispel good, 1 time per day
- ✖ dispel magic
- ✖ heal, 1 time per day
- ✖ infernal ingestion, 1 time per day
- ✖ maximum carnage, 1 time per day
- ✖ nightmare
- ✖ permanency, 1 time per week
- ✖ plane shift, 3 times per day
- ✖ polymorph any object, 3 times per day
- ✖ radiant discharge, 1 time per day
- ✖ rusting touch, 1 time per day
- ✖ shape change, 6 times per day
- ✖ teleport w/o error
- ✖ unholy word, 1 time per week
- ✖ wish, 1 time per month

The powers and spell-like effects that are always active and thus do not require concentration or will of mind in order to function and otherwise function as an extension of the maelari's natural senses and immunities are:

- ✖ detect charm
- ✖ detect good/evil
- ✖ detect invisibility
- ✖ detect lie
- ✖ detect life
- ✖ detect magic
- ✖ detect traps
- ✖ minor globe of invulnerability (mobile)
- ✖ know alignment
- ✖ protection from cantrips
- ✖ true seeing

Three times per day, they may *gate* in 1-6 maelvak, 1-4 maelvornan, 1-3 maelambra, or 1-2 maelec with a 75%

chance of success. Optionally, they may elect to summon 2-20 maeli with a 60% chance of success.

Maelari are immune to all instant death, severing, and symbols, as are all true elders. Furthermore, they are immune to all wizard or priest spells of the Enchantment/Charm schools of magic. Maelari are extremely difficult to trick or deceive as they are themselves masters of deceit and temptation. So skilled are they, some have actually caused the fall of archons and devas. Their wisdom is 23.

They regenerate 6 hit points per round. Should one be killed anywhere other than Infernus, only his material form is destroyed, but this form takes five decades to reform.

HABITAT/SOCIETY: Maelari are known as the lords of woe. They gain this title for their duties make them dreaded inquisitors that watch and question the activities of all elders and elderkind.

They are incredibly intrusive and invasive in the extreme. Maelari always expect treachery, and so they always find it. Though no maelari would ever frame or invent evidence or crimes, they are known to wildly exaggerate even the most minor of transgressions. Sometimes these lords will catch a lesser elder or elderkind with a minor crime that is suddenly seen as treason against Infernus.

The overlords support the maelari in these actions so long as they do not become too righteous. Obviously, most elders and elderkind loathe the presence of these creatures in any arena save the battlefield (see below). They are likewise feared as more than a few elders and elderkind have unexpectedly gone missing after a maelari has been meddling in their affairs.

Maelari also serve as generals on the battlefield. Though there has not been any wars involving the elders since the Planar Wars (q.v.), these creatures command the Infernal armies and are superb strategists (nearly as skilled as the maelefic), reporting directly to the overlords during times of war.

ECOLOGY: Maelari are those maelec who have proven themselves far superior among their brothers. Once a maelec endures torment and becomes a maelari, he will remain as such for centuries to come. Advancement to maelor status is often only dreamed of and, thus, is very rare. It is also said that there are only one-hundred of these creatures in existence at any one time. One can conjecture that there are even fewer maelor.

Elder, Lord — Maelor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Godlike (22)
TREASURE:	A, F, H (x2), S, T, V, Z
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	12, Fl 36 (C)
HIT DICE:	17+33
THAC0:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/3d4 or by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, identify weakness
SPECIAL DEFENSES:	Regeneration, +4 or better weapon needed to hit
MAGIC RESISTANCE:	85%
SIZE:	M (7' tall)
MORALE:	Fearless (19)
XP VALUE:	29,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
17	5/9/22	All/All	-9	1	303

The maelor are demons of knowledge. They stand a mere seven-feet in height, though their diabolic wings rise an additional two more. Their skin is dark red ranging to brown, and their feet are cloven. A maelor's head is very dragon-like with frills of spines and horns. Their mouths have no lips, thus exposing a series of wicked teeth. Their eyes are yellowish-red with slit-black irises. All maelor are lavishly dressed in capes of silk bound with gold and platinum clasps. They also often wear precious jewel-encrusted bracers and crowns. Their palaces always contain enormous treasure vaults (that are well guarded).

COMBAT: Maelor rarely engage in melee combat, preferring to use their spell-like abilities (especially *radiant discharge*). However, if hard-pressed, they can rake with their two clawed-hands for 1-6 points of damage each and may deliver a vicious bite for 3-12 points (plus strength bonus).

Maelor much prefer to attack by spell and always devise superbly cunning traps for their enemies. One of



their primary powers is their ability to detect and identify their opponent's weaknesses. They may automatically know one such weakness per round and they are never wrong.

In addition to the powers available to all true elders, a maelor may use any of the following innate spell-like powers once per round, at 25th-level magic use, and in addition to any physical attacks made in the same round:

- ❖ *animate object*, 5 times per day
- ❖ *chains of suffering*
- ❖ *demon seed*, 2 times per day
- ❖ *disembowel*
- ❖ *dispel good*, 2 times per day
- ❖ *dispel magic*
- ❖ *heal*, 1 time per day
- ❖ *infernal ingestion*, 1 time per day
- ❖ *maximum carnage*, 1 time per day
- ❖ *nightmare*
- ❖ *permanency*, 1 time per day
- ❖ *plane shift*
- ❖ *polymorph any object*, 5 times per day

- ❖ *radiant discharge*, 3 times per day
- ❖ *rusting touch*, 2 times per day
- ❖ *shape change*
- ❖ *teleport w/o error*
- ❖ *time stop*, 1 time per day
- ❖ *timelessness*, 1 time per day
- ❖ *unholy word*, 1 time per day
- ❖ *veil*
- ❖ *wish*, 1 time per week

The powers and spell-like effects that are always active and thus do not require concentration or will of mind in order to function and otherwise function as an extension of the maelor's natural senses and immunities are as follows:

- ❖ *detect charm*
- ❖ *detect good/evil*
- ❖ *detect invisibility*
- ❖ *detect lie*
- ❖ *detect life*
- ❖ *detect magic*
- ❖ *detect traps*
- ❖ *globe of invulnerability* (mobile)
- ❖ *know alignment*
- ❖ *protection from cantrips*
- ❖ *true seeing*

Three times per day, they may *gate* in 1-4 maelec or 1-2 maelari elders with a 80% chance of success. Optionally, they may elect to summon 2-20 maeli with a 70% chance of success.

These elders radiate *fear* in a 30-yard radius (save vs. spell to avoid) and also generate *weakness* and *chill* (save vs. death at -2 or slows 50% and -5 on all dice rolls) in a 10-foot radius. They cannot generate *terror*.

Maelor are immune to all instant death, severing, and symbols, as are all true elders. Furthermore, they are immune to all wizard or priest spells of the Enchantment/Charm schools of magic. Also, maelor are extremely intelligent and can never be tricked or deceived by mere mortals. Their Wisdom is 24.

They regenerate at a rate of 7 hit points per round making them quite difficult to kill. However, should one be killed anywhere other than Infernus only its material form is destroyed, but their spirit requires seven decades in which to reform.

HABITAT/SOCIETY: Maelor are the elders in charge of knowledge and the deceptions of the mind. They consider themselves to be superior to the maelefic because they believe they are more intelligent (though, they are not). They dare not portray such attitudes in the presence of a maelefic, but they do seem to foster the idea at other times—so much so, most members of elderic society actually believe they are more intelligent than the maelefic.

Maelor are nearly omniscient, having total knowledge and knowing everything. They are the record keepers of Infernus and have recorded all events to this day from long before the advent of time itself. It is said that they know the true names of all elders, baatezu, tanar'ri, and yugoloths as well as many others. They also keep abreast of all the activities of major powers and their greatest servants throughout the outer planes. They gain much of this knowledge through vast networks of spies said to rival or exceed all others. Although they are governed by the maelefic, they report their findings directly to the Infernal Princes.

Maelor have also collected a vast knowledge of magic and other training. They are so skilled in their endeavors, they are able to instruct mortals in such a way that any mortal who spends one day learning from a maelor is immediately advanced to ninth level of ability in any class.

All maelor have contributed (at least to some degree) to the Library of Time (q.v.)—an accurate accounting of all known knowledge in the multiverse. Within this library are countless tomes written in such genius that mortal thought cannot comprehend them. It is said that when a mortal attempts to read from these pages, he or she will go insane and commit suicide immediately.

Over the eons, several of these tomes have been stolen, and although most have been recovered, a few of them still elude the whereabouts of the maelor. It is rumored that one of the Lords of the Nine possess such a tome.

Maelor also serve another important function. They are charged with the coordination of cults and half-elders (Warlocks, q.v.) on Plane Prime. Though much of their authority is delegated to the master fiends (q.v.) in the instruction of the worshipers and proxies, they are ultimately responsible for their own fate as the results they produce govern their existence.

ECOLOGY: Maelor exist only so long as they provide a steady increase of worshipers and proxies throughout the multiverse. Should they fail in these efforts, the mighty overlords will descend upon them, devouring their very essence, and thus clearing a vacancy for yet another such elder to prove its worth.

Maelor are the result of maelari that have far surpassed the achievements of their brothers and who have survived the unsurvivable. And maelor who maintain an accurate accounting of the multiverse as well as the effective spread of knowledge among the elders can be accorded the greatest triumph of all, by actually becoming maelefic. Those who fail in this one effort but triumph elsewhere become maelash—maelash never become overlords as overlords must excell in great knowledge as well as combat.

Elder, Lord — Maelash

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Godlike (21)
TREASURE:	R, T, U
ALIGNMENT:	Lawful evil

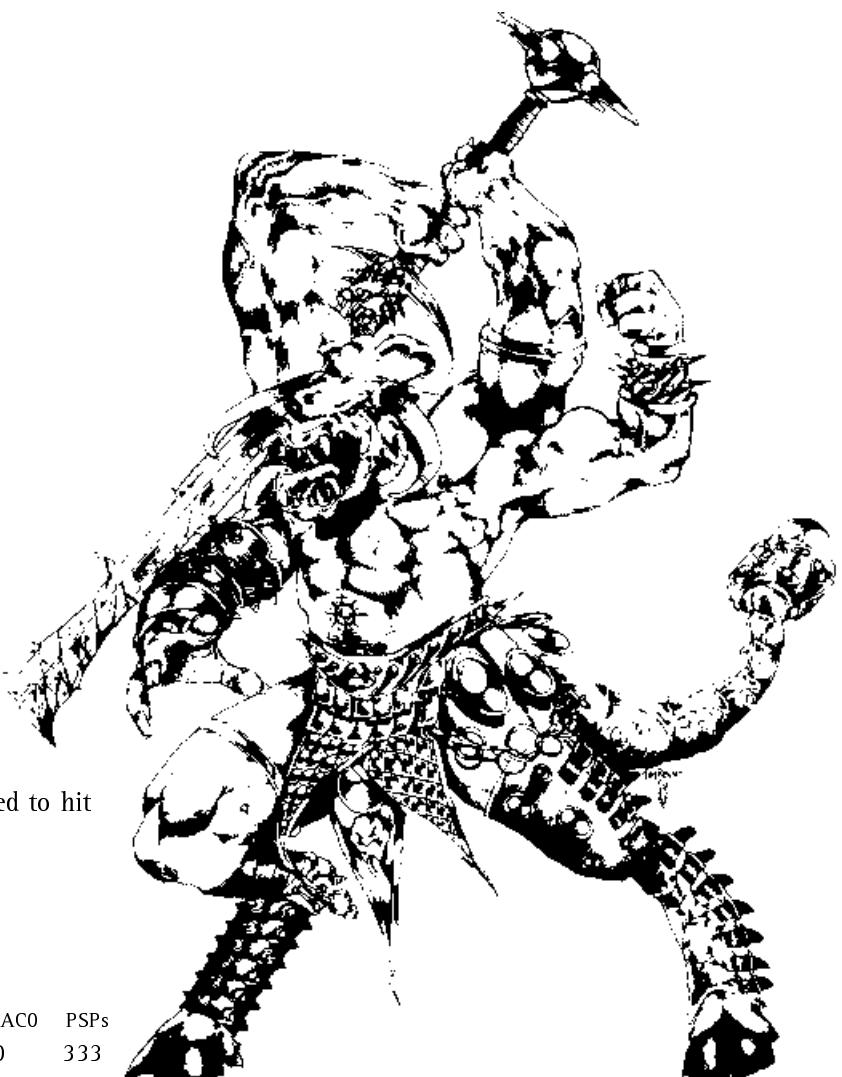
NO. APPEARING:	1
ARMOR CLASS:	-8
MOVEMENT:	18
HIT DICE:	18+37
THAC0:	5
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d8/1d8/1d8/1d8/ 1d10/1d6 or by weapon type +10 (Strength bonus)
SPECIAL ATTACKS:	Fear, breath weapon, poison
SPECIAL DEFENSES:	Regeneration, +4 or better weapon needed to hit
MAGIC RESISTANCE:	85%
SIZE:	H (15' tall)
MORALE:	Fearless (19)
XP VALUE:	31,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
18	5/9/23	All/All	-7	0	333

Maelash are demons of jealousy and hate. Their great square bodies tower over 15-feet high and weigh more than three tons. They have heavily-muscled forms with dense flesh and a segmented scorpion's tail. Their four arms are each capable of wielding weapons, though they most often carry a single giant-sized two-handed sword. Maelash are cloven-hoofed and also have a large bony plate protruding from the back of their heads. Their flesh is brownish-red and their eyes glow a bright fiery red.

COMBAT: Maelash are extremely potent combatants. Their giant +5 diabolic swords are 17-feet long and strike for 3d10 points of damage per hit (plus strength and weapon bonuses). These weapons are also fully vorpal and thrice per day may fire forth a *chain lightning* spell at 16th-level ability at the wielder's option. Any successful hit that fails to sever will, nonetheless, force the victim to make a successful saving throw vs.



death or be *disemboweled*, similar to the spell of the same name. They may strike twice per round with such a weapon, though they must use two of their hands to wield it.

In addition to their four-arm attacks, they may bite opponents for 1-10 points of damage which also inflicts *gangrenous* wounds (no save). They will also attempt to stab opponents with their scorpion-like tails for 1-6 points plus injects a virulent poison (save vs. poison at -3 or die). Maelash may divide any or all of these six attacks upon up to six different opponents.

Each wound inflicted upon the body of a maelash will drip blood that spawns giant-sized scorpions in one-round following the spill. For every 10 points of damage inflicted, one such scorpion will be spawned. These creatures attack at the behest of the maelash, of course.

Once every three melee rounds, in place of a standard bite attack, the maelash may use its breath

weapon. This is a 5-foot wide stream of acid that extends 60-feet in a straight line from the maelash. All creatures caught in this stream must save vs. breath weapon for half damage, otherwise they sustain 16d6 points of acid damage.

These elders radiate *fear* in a 30-yard radius (save vs. spell to avoid) and also generate *weakness* and *chill* (save vs. death at -3 or *slows* 50% and -5 on all dice rolls) in a 10-foot radius. In addition, they may cause *terror* (save vs. death at -2 or be paralyzed with fear—the victim is aware of nothing but the elder, and is so terrified that he or she is drained of all strength to move—the effect lasting for 1d3 rounds) whenever a maelash directly stares at any one person.

In addition to the powers available to all true elders, a maelash may use any of the following innate spell-like powers once per round, at 25th-level magic use, and in addition to any physical attacks made in the same round:

- ❖ *animate object*, 5 times per day
- ❖ *chains of suffering*
- ❖ *demon seed*, 2 times per day
- ❖ *disembowel*
- ❖ *dispel good*, 2 times per day
- ❖ *dispel magic*
- ❖ *heal*, 1 time per day
- ❖ *infernal ingestion*, 1 time per day
- ❖ *maximum carnage*, 1 time per day
- ❖ *nightmare*
- ❖ *permanency*, 1 time per day
- ❖ *plane shift*
- ❖ *polymorph any object*, 5 times per day
- ❖ *radiant discharge*, 3 times per day
- ❖ *shape change*
- ❖ *teleport w/o error*
- ❖ *unholy word*, 1 time per day
- ❖ *veil*
- ❖ *wish*, 1 time per week

The powers and spell-like effects that are always active and thus do not require concentration or will of mind in order to function and otherwise function as an extension of the maelash's natural senses and immunities are as follows:

- ❖ *detect charm*
- ❖ *detect good/evil*
- ❖ *detect invisibility*
- ❖ *detect lie*
- ❖ *detect life*
- ❖ *detect magic*
- ❖ *detect traps*

- ❖ *globe of invulnerability* (mobile)
- ❖ *know alignment*
- ❖ *protection from cantrips*

Three times per day, they may *gate* in 1-3 maelec or 1 maelefic elder with a 70% chance of success. Optionally, they may elect to summon 1-10 maeli with a 60% chance of success.

Maelash are immune to all instant death, severing, and symbols, as are all true elders. Furthermore, they are immune to all wizard or priest spells of the Enchantment/Charm schools of magic. Their Wisdom is 23.

They regenerate at a rate of 8 hit points per round. However, should one be killed anywhere other than Infernus only its material form is destroyed, but their spirit requires eight decades in which to reform.

HABITAT/SOCIETY: Maelash are demons of jealousy and hate as they are those maelor who have proven their worth in combat and other areas, but failed to excel in the areas and collection of knowledge. Therefore, maelash can never be promoted to an overlord, as those creatures must be nearly omniscient as well as, for all intents and purposes, omnipotent. Because of this, these creatures are immensely jealous of maelefic and those maelor who are currently in-favor with the elder powers for their achievements in the realms of knowledge.

Maelash are not without their pride, however, as they wield much power throughout Infernus and are greatly feared by all lesser elders and elderkind (sometimes even more so than the overlords themselves).

These creatures act as the punishers and executioners for the realms of Infernus. They report to the overlords and the maelor (something that spurs ineffable hatred on their part) as well as the judnor (Infernal judges) when execution or punishment is called for. Thus, anytime a criminal (elder or otherwise) is too powerful or escapes the tromek and sordrid, a maelash is soon to follow. When not called upon, they act somewhat as separatists, maintaining their own Infernal palaces or kingdoms in Rhä'ha'dum.

ECOLOGY: As noted above, these creatures are spawned from maelor that are not successful enough in their endeavors to warrant overlord status. Once a maelor becomes a maelash, they may never rise to a maelefic, though tales are told of one maelash who actually demoted himself to maelor status and then went on to later excel in the areas of knowledge. Thirty-six of these creatures are known to exist.

Elder, Lord — Maelefic “Overlord”

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Godlike (23)
TREASURE:	U, V
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-9
MOVEMENT:	18, Fl 36 (C)
HIT DICE:	25 (199 hp)
THAC0:	5
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	2d12/2d12/2d8 +12 (Strength bonus)
SPECIAL ATTACKS:	Fear, poison, magic
SPECIAL DEFENSES:	Regeneration, +5 weapons needed to hit
MAGIC RESISTANCE:	90%
SIZE:	H (24' tall)
MORALE:	Fearless (19)
XP VALUE:	33,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
25	5/13/30	All/All	-10	-8	366

“Behold, and lo, the beast that ascendeth out of the great bottomless pit shall make war against thee, and shall overcome thee, and kill thee.

Behold, the Grand Overlord Almighty, he who cometh with storms; and every eye shall see him, and all planar kindreds shall wail because of him.

And in those days shall spirits seek death, and shall not find it; and shall desire to die, and death shall flee from them.”

—A prophetess warning a band of baatezu who were about to defile an Infernal Shrine of Ahriman.

Without question, elder maelefic are the greatest of the Infernal stewards. Thirteen of these overlords are known to exist and they are in direct service of the 13 elder Princes. All elder maelefic are fiends to be respected and feared by all—not even the greatest of the aasimon would attack such a being outright.

Overlords are truly awe-inspiring to behold. Towering over 24-feet in height, they cast their shadows over all who stand before them. Their bodies are muscular and they possess the might of a storm giant. Their

diabolic eyes are brilliant white and their thick hide is black with a crimson wash. Their voice is deep and commanding.

When angered, their eyes flash the radiance of an inferno, their mouths drip liquid fire, and their voices crack like great thunder.

COMBAT: Maelefic are dreadful opponents. The mere presence of one is said to cause solar eclipses, blackened skies, violent thunder and lightning, and terrible earthquakes.

They radiate *fear* (save vs. spell to avoid) in a 3-mile radius and anyone close enough to see one of these beings is subject to *weakness* and *chill* (save vs. death at -4 or slows 50% and -5 on all dice rolls). The mere glance of this arch-fiend causes *terror* in all mortals (save vs. death at -2 or be paralyzed with fear—the victim is aware of nothing but the elder, and is so terrified that he or she is drained of all strength to move, no matter how desirable—the effect lasting for 1d4 rounds, after which the victim must make an additional saving throw at -1 or flee in panic for 1d6 turns).

The gaze of this fiend is so powerful that any creature that meets it is automatically locked in stare and must save vs. death each round until either a save is failed or the overlord directs its attentions elsewhere. If the save is failed, the victim is overcome with *despair* (victim collapses in violent trembling, spasms, and meaningless babble) followed by *hopeless insanity* (victim's intelligence and wisdom scores are reduced to 3 and the victim will constantly tremble and spit meaningless babble [even while sleeping] until a *heal* spell is cast by a 12th-level priest). Furthermore, all mortals and creatures (planar or not) below 6th-level (6HD) do not receive a saving throw vs. this affect.

Physically, they may attack an opponent with a powerful claw/claw/bite routine (twice per round each), though these are rarely used unless in very close quarters. Maelefic always attack first against opponents with less than 23 dexterity and wounds inflicted via their claw attacks cannot be healed by any magic means. The maelefic's bite is so poisonous that it causes those bitten to save vs. poison at -4 or be slain. In addition, anyone bitten for more than 10 points of damage is afflicted with *rot flesh*, as per the spell of the same name (no save).

Once per round, an overlord may fire *magic-missile*-like bolts from its eyes—the bolts fire in tandem always unerringly striking the same target—causing



2d10 points of damage to everything within a 5-yard radius of the target area.

In addition to all of the standard immunities and resistances accorded a true elder, maelefic sustain no damage from acid attacks and only one-quarter (save for none) from gas-based ones.

Also, in addition to the powers available to all true elders, a maelefic may use any of the following innate spell-like abilities *twice* per round and in addition to any physical attacks made in the same round:

- ✖ animate object
- ✖ brand
- ✖ chains of suffering
- ✖ control weather
- ✖ demon seed
- ✖ disembowel
- ✖ dispel good and magic
- ✖ earthquake, 3 times per day
- ✖ heal, 2 times per day

- ✖ hell storm, 1 time per day
- ✖ infernal ingestion
- ✖ maelstrom of armageddon, 1 time per day
- ✖ maximum carnage, 3 times per day
- ✖ nightmare
- ✖ permanency, 3 times per day
- ✖ plane shift
- ✖ polymorph any object
- ✖ preservation, 1 time per week
- ✖ radiant discharge, 3 times per day
- ✖ rot flesh
- ✖ rusting touch
- ✖ shape change
- ✖ slay living, 3 times per day
- ✖ storm of vengeance, 1 time per day
- ✖ teleport w/o error
- ✖ unholy word, 3 times per day
- ✖ veil

❖ wish, 1 time per day

The powers and spell-like effects that are always active and thus do not require concentration or will to function and otherwise function as an extension of the overlord's natural senses and immunities are:

- ❖ detect balance
- ❖ detect charm
- ❖ detect good/evil
- ❖ detect invisibility
- ❖ detect lie
- ❖ detect life
- ❖ detect magic
- ❖ detect traps
- ❖ globe of invulnerability (mobile)
- ❖ *know alignment*
- ❖ protection from cantrips
- ❖ true seeing

Three times per day, they may *gate* in 1-6 maelvoran, 1-4 maelec, 1-2 maelari, or 1 maelash elder with a 90% chance of success. Optionally, they may summon 2-20 maeli with a 70% chance of success.

Elder overlords are, of course, immune to all instant death, severing, and symbols, as are all greater elders. Furthermore, they are not affected by any wizard or priest spells from the Enchantment/Charm schools/spheres of magic.

Maelefic can never be deceived or fooled by mere mortals. Their brilliant and complex minds coupled with their timeless existence make them unspeakable masters of deception and temptation. So skilled are they in these endeavors that they can even threaten and tempt the divine. Their wisdom is 25.

They regenerate at a rate of 9 hit points per round. Unless killed on Infernus, their spirit will reform in nine decades.

HABITAT/SOCIETY: The maelefic are the ultimate authorities throughout Infernus, as the elder powers can rarely be troubled with the trivial matters of each and every decade. Each of these thirteen overlords serves a specific elder prince—of which there are also thirteen.

Although this servitude involves personal goals and tasks that are commensurate with those of an individual prince, all thirteen overlords' first duty is to sustain the Overlord Ruling Council and to delegate the hierarchical authority it defines. This ruling body manages all of the decade-to-decade operations throughout Infernus and so no denizen in the realm would ever disobey a direct order from a maelefic for fear of utter destruction. Likewise, most other planar

entities would not purposefully cross one in much the same way.

Though there have not been any great battles involving the elders since the Planar Wars (q.v.), during times of war the maelefic serve as master generals in charge of the Infernal armies. They are not given this title lightly, however, for all maelefic are superb strategists superior even to the Dark Eight in such matters.

Maelefic also serve as ambassadors for the various princes and demon kings when such powers wish to communicate with other planes. Although communication of this nature is extremely rare given the clandestine existence of elders in general, it is even more rare for a prince to venture forth from Infernus Himself.

When a maelefic is destroyed or falls in the eyes of his prince, a great circle is held where every maelor gathers in a ceremony before the great princes and fellow maelefic that is fabled to last 666 days. During this time, each petitioning maelor states the battles that it won, the knowledge it has collected, and the greatest mortals and planars that it has tempted to the cause. At the close of the ceremony, the elder princes will choose among the petitioning maelor a replacement for all time. It is also fabled that sometimes (rarely) one of the six Grand Elder Kings will preside over this ceremony of ascension and, when this occurs, the first 333 days are instead spent praising the King and His achievements throughout the multiverse

ECOLOGY: The maelefic are older than time itself. It is said they are so powerful that they are actually divine. There were once hundreds of them prior to the Planar Wars (q.v.), and now they number little more than a dozen. Although none have died in centuries, it is said that when one does, the empty husks of countless souls (all those it has devoured during its existence) are scattered across the multiverse—a number so great that not even the denizens of Mechanus can fathom it.

The current thirteen overlords are:

1) <i>Abbaross</i> (äb'ə-ros)	8) <i>Buer</i> (byoo'ər)
2) <i>Aberath</i> (äb'ər-räth)	9) <i>Forneus</i> (fôrn'ē'əs)
3) <i>Abraxas</i> (ä-bräk'sez)	10) <i>Hutijin</i> (hoo-ti'jın)
4) <i>Agares</i> (ä-gär'ēz)	11) <i>Moragall</i> (môr'ə-gǔl)
5) <i>Ahrimanes</i> (ä'-ři-māñz)	12) <i>Paimon</i> (pā'mūn)
6) <i>Ardoth</i> (är'doth)	13) <i>Xaster</i> (zá'stûr)
7) <i>Bael</i> (bä'ēl)	



Elderkind, Greater — Succubus

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	G, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12
HIT DICE:	9+9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon type +7 (Strength bonus)
SPECIAL ATTACKS:	Fear, charm, beguile, petrification, poison
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	M (5½' tall)
MORALE:	Fanatic (18)
XP VALUE:	20,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
10	4/5/15	All/All	0	11	186

Succubi have two physical forms in which they can appear. In their preferred form, they appear as incredibly beautiful and curvaceous young women with perfect form, full-lips, perfect teeth, thick hair, and beautiful eyes. They are so beautiful and well mannered that they actually cause heads to turn and hearts to race. When clothed, they always wear seductive form-fitting and/or low-cut gowns in the most alluring fashion possible. They are also highly amorous.

In their natural form, they always appear nude and their hair is instead a writhing mass of hideous snakes. This combination is so ghastly that the gaze of these seducers cause *petrification* like a medusa's.

COMBAT: A succubus in its natural form can attack once per round with an appropriate weapon type (plus strength bonus). If in close quarters, in addition to their gaze attack, their snaky mass can lash out at victims with a poisonous bite. The snakes attack as a 4HD monster and a successful strike indicates 1d3 points of damage and the victim must save vs. poison at +1 or die



in 1d6 rounds. They may also elect to generate *fear* in a 10-foot radius (save vs. spell to avoid).

Succubi generally remain in their preferred form—that of a beautiful woman. In this form they may *charm* their victims who must save vs. spell at -3 (similar to a dryad) or do as the succubus wishes. Furthermore, anyone within three feet of her is *beguiled* (as per the *rod of beguiling*).

Anyone engaging in erotic activities with a succubus experiences unspeakable pleasure from those activities and is automatically *charmed* (no save). Such succubi will also attempt to mate with mortal men. This is a particularly difficult task, as carnal relations with her are so pleasurable that most mortals will release prior to actual intercourse. Sometimes, however, such matings are successful (see below).

Even while in their preferred form, and despite their delicate and sleek bodies, succubi are supernaturally strong (possessing a strength of 19) and can thus easily kill their victims if desired.

Succubi can change between their two forms at will—the process requiring only one round and which cannot be countered by spell.

In addition to the powers available to all elderkind, succubi may use any of the following spell-like abilities once per round and in addition to any physical attacks they choose to make in the same round: *agonize*, *animate object* (once per day), *blister*, *boil flesh*, *chains of suffering* (thrice per day), *charm monster*, *comfort*, *dispel magic*, *false alignment*, *mangle*, *nightmare* (or, the reverse: *pleasant dreams*), *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self*, and *teleport w/o error*.

Furthermore, they possess the following powers and spell-like effects that are always active and, hence, do not require concentration or will in order to function and otherwise function as an extension of their natural senses and immunities: *detect good*, *detect invisibility*, *detect lie*, *detect lust*, *detect life*, *detect magic*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day, a succubus can attempt to *gate* in a sordrid with a 40% chance of success. They will attempt to do this only if very hard-pressed and they are determined to capture a victim. In addition, the sordrid may or may not keep the victim for itself once captured.

Succubi are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard or priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If a succubus is killed outside of Infernus, its spirit will reform in 2 years.

HABITAT/SOCIETY: Succubi fill a very important role in the Infernal societies. They serve in the proliferation of sin as governed by the maelfic and the elder powers. They are given great leeway in their decisions regarding seduction and are well-respected throughout Infernus.

Because of their involvement in the temptation of mortals and, hence, the cause of Infernus, they and the night terrors are the only elderkind permitted to *plane shift* to other realms or planes (including the Prime Material) without first obtaining specific permission from their superiors. Even the avaric must obtain permission from one of the maelor.

Succubi are the express enemies of their tanar'ri counterparts as well as the erinyes baatezu—both of which they will destroy given the chance. They hate these two spirits because they too travel to the Prime Material planes to tempt mortals and, as they are both weaker and exist in far greater numbers than the elder succubi, serve almost as a warning to mortals with regard to the temptation of man. In addition, they are also capturing mortal souls that the elder succubi see as rightfully theirs.

There was even a case where a succubi elderkind had pursued such tanar'ri back to the abyss after

encountering it with a mortal the elder had previously tempted. Of course, the elder succubus destroyed the tanar'ri, but was itself slain by a summoned balor. In this manner, they are also extremely competitive with other seducers.

Succubi will usually work their temptations by traveling to the Prime Material plane and charming and/or mating (presumably for life—though a short one) with mortal men. To aid them in their efforts (and to counter detection spells/powers), they may project any alignment desired.

As noted above, men who are sought for mating, will proliferate evil beyond their wildest nightmares as the succubus so impregnated will later give birth to a beautiful human-like half-elder—nearly all of which become Warlocks (proxies) who wander the Prime Material plane in service to the elder powers. In this way, succubi are especially highly regarded by the other elders and are furthermore protected (personally) by the maelfic and maelor. Thus, to kill a succubus is often to invite the wrath of their protector (except in rare cases where a succubus is killed by a mortal which is seen as one of the acceptable inherent dangers with the temptation of mortal man).

Once a succubus has mated with a mortal, they may or may not also tempt that mortal into committing sin, as this is only “icing on the cake.” Once one or both of these goals has been reached, there is no further need for the mortal, and so he is killed most horribly.

Despite their beautiful and seductive roles, when a mortal's end is near, they are especially wicked and cruel—preferring to use *chains of suffering* to the fullest diabolical extent their twisted geniuses can devise.

ECOLOGY: Succubi are spawned from the avaric who have shown superb talents of temptation. There are always exactly 666 succubi in existence anywhere at any given time. If one should fall, the most suitable avaric is advanced to replace her.

It is not known why there are always a specified number. Some believe it is based on the current strength and wealth of the Infernal realms, as those old enough to remember times prior to the Planar Wars (q.v.), recall that there were once thousands of them in existence at all times. In the not too distant past, it is said that their were only 444 succubi, which could indicate that Infernus is once again on the rise.

Succubi are perhaps the only elderkind who often turn-down promotion as they enjoy all-too-much their roles of temptation and their free reign on Plane Prime. Particularly good temptresses are offered promotion directly to tromek, shadnor, and sometimes kurzog.

Tales were even told of one succubus, Mariliana, who was advanced directly to a rassor!

Elderkind, Greater — Angelor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Genius (17)
TREASURE:	Z
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	15, Fl 36 (B)
HIT DICE:	10+9
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	by weapon type +8 (Strength bonus) or 1d4/1d4
SPECIAL ATTACKS:	Fear, wounding
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	M (7' tall)
MORALE:	Fanatic (18)
XP VALUE:	20,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
10	4/5/15	All/All	-1	11	186

Angelor are the most frequently encountered elders outside of Infernus. They are muscled, gray-skinned winged humanoids approximately seven-feet tall with deep red horns and blank white eyes. Their skin is smooth, silky, and pleasant to touch, and they often wear their black hair in ponytails. They are otherwise typically diabolical.

COMBAT: Although surprisingly civil for their visage, angelor are highly-skilled combatants. They prefer swords and battle axes, and each angelor has one such weapon that is +3 to hit and damage. When using melee weapons, they may strike twice per round. Furthermore, any sharp-edged weapon wielded by one of these elderkind acts as a *sword of wounding* (damage inflicted must be allowed to heal normally and thus cannot be affected by *cure* spells). In addition, their weapons always score double damage against planar beings.

The gaze of this fiend causes *weakness* and *chill* (save vs. death or *slows* 50% and -5 on all dice rolls for 1d3 rounds after the gaze is lifted). Angelor also radiate *fear* at will in a 20-foot radius unless a successful saving throw vs. spells is made.

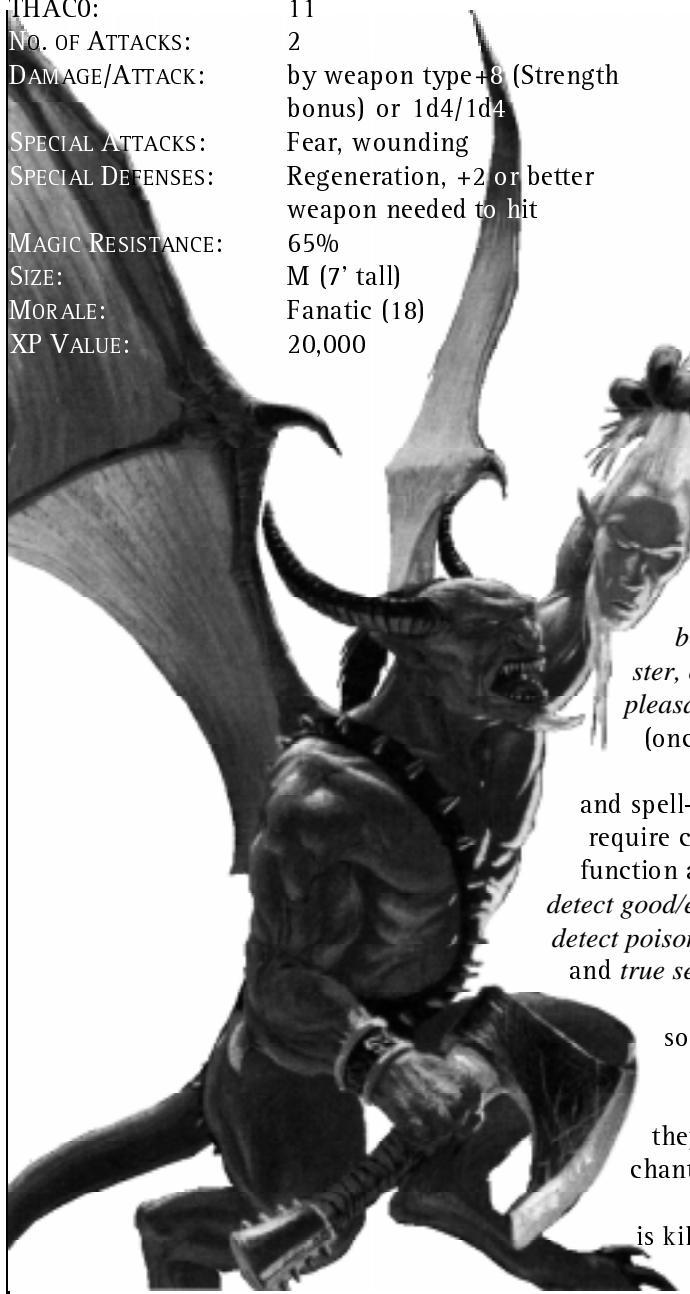
In addition to the powers available to all elderkind, angelor may use any of the following spell-like abilities once per round and in addition to any physical attacks they choose to employ in the same round: *agonize*, *animate object* (once per day), *blister*, *boil flesh*, *chains of suffering* (twice per day), *charm monster*, *comfort*, *dispel magic*, *mangle*, *nightmare* (or the reverse *pleasant dreams*), *plane shift* (twice per day), *polymorph other* (once per day), *polymorph self*, and *teleport w/o error*.

Furthermore, they possess the following powers and spell-like effects that are always active and therefore do not require concentration or will in order to function and otherwise function as an extension of their natural senses and immunities: *detect good/evil*, *detect invisibility*, *detect lie*, *detect life*, *detect magic*, *detect poison*, *detect traps*, *know alignment*, *protection from cantrips*, and *true seeing*.

Once per day a angelor can attempt to *gate* in one sordid with a 40% chance of success.

Angelor are immune to all instant death, severing, and symbols, as are all greater elderkind. Furthermore, they save at +2 against any wizard/priest spells of the Enchantment/Charm schools of magic.

They regenerate 2 hit points per round. If a angelor is killed outside of Infernus, its spirit will reform in 2 years.



HABITAT/SOCIETY: Angelor serve a very special purpose. They are ambassadors, bounty-hunters, gatherers, arbiters, spies, and aides to worshipers. Because of these roles, they are the most frequently encountered elder outside of Infernus.

While traveling the planes they are extremely careful not to reveal information about the elders and Infernus, though they do seem to attract a lot of attention to themselves. Most lesser baatezu and tanar'ri have heard of them, but are largely unfamiliar with their race. They can often be seen gathering information and negotiating with mercenaries, traders, and other bounty-hunters throughout the lower planes. They even venture to Sigil, the Outlands, and other planes of neutrality in order to achieve their ends.

Most of the planars that have seen angelor mistake them for a kind of yugoloth—an idea fostered by the angelor at every opportunity (even some of the yugoloths now believe that they are a kindred race).

On the Prime Material plane, angelor are sent as aides to worshipers, to ‘right’ any ‘wrongs’, and to complete quests when necessary. In such cases they may *plane shift* themselves, though only when ordered to do so by one of the maelor or maelefic.

Despite their visage, angelor are very well tempered and amazingly civil. They are masters of etiquette and art. They are equally adept at bargaining and settling disputes. Baatezu have even been known to call upon these creatures as arbiters when outside the haven of Baator. However, when battle is called for, these creatures reveal their true nature—that of a ruthless killer.

Needless to say, these creatures are also masters of deception and temptation. They can rarely be fooled by mere mortals and will use these skills to achieve their ends while framing others for their actions. Their Wisdom is 20.

Angelor are also typically extremely suspicious of spies and maintain their own spy networks to aid them in their endeavors. If at all possible, they will rarely, if ever, conduct business with planar immortals such as baatezu or yugoloths, without first investigating the “enemy.”

Angelor maintain large strongholds (and sometimes castles) on the outskirts of Infernus as well as some dwellings in the heart of various cities. Such abodes are always lavishly decorated and designed, though rarely contain any significant value. Here they are attended to by dozens, if not hundreds, of minion elderkind and a few assorted others.

When necessary, they use these dwellings to conduct business meetings, plan their next venture, and even to impress the locals for notoriety. When conducting the latter, they will forego their usual garb of bracers and military belts in order to don robes and furs. Some angelor have even been known to ride about in lavish chariots driven by pampered beasts.

Bear in mind that although these elderkind may fancy a perfected image and the laws of etiquette, they are very objective and avoid the attentions of beings more powerful than they. Especially those that might share an interest in their activities.

In situations where a angelor may have attracted unwanted attention and subsequently endangered itself, a rassor or maelor may send a kurzog to assist the elder if the situation is vital and the kurzog is capable of handling said opponent(s). Where this isn’t the case, the angelor is usually left to fend for itself and to pay the price for its inflated ego.

However, should the angelor have actually endangered elderic society in some manner, a maelash or overlord will intervene in a swift and final stroke usually resulting in the destruction of the angelor as well as all other witnesses.

To help prevent this, and despite the angelors’ apparently autonomous behavior, they do report regularly to the maelor and overlords on their findings and activities. Furthermore, they must seek permission prior to leaving their plane regardless of the nature of their venture. This law applies to nearly every elder and is important considering the clandestine nature of the entire elderic society. By keeping track of the whereabouts and activities of all elders, the maelor and overlords are able to correct many situations before they go awry. To enforce this law, any elder or elder-kind caught traveling without first obtaining permission from its master (who often must in turn consult its own master) will be hunted down and destroyed without question.

ECOLOGY: Little is known of the angelor’s rite of ascension or their “ancestral” rise. Some believe they are avaric that have not quite perfected temptation but instead managed to become most personable. It is also believed that successful angelor go on to become shadnor or kurzog.

Whatever the case, angelor do seem to hold their title and position for centuries at a time. It is extremely rare for another being to witness the passing of a angelor except, perhaps, in combat.

Elderkind, Lesser — Önor

CLIMATE/TERRAIN:	Infernus
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional (16)
TREASURE:	R, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12, Fl 24 (B)
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type +6 (Strength bonus)
SPECIAL ATTACKS:	Fillet skin, paralyzation
SPECIAL DEFENSES:	Regeneration, +2 or better weapon needed to hit
MAGIC RESISTANCE:	65%
SIZE:	M
MORALE:	Champion (15)
XP VALUE:	13,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	MAC	MTHAC0	PSPs
9	3/5/14	All/All	2	11	166

“Shall we begin?”

—An önor to its trapped victim.

Önor are dark maidens of pain. They appear as comely human females with feathered angel's wings. Their skin is black as are their eyes, and they have soft, pleasant voices. When angered, their voices crack like a whip and their eyes glow brilliant white.

COMBAT: Önor are masters of pain, and each carries a specially-enchanted hook +3, that causes a base 2-7 (1d6+1) points of damage plus 6 more for their 18⁰⁰ strengths. In addition, struck victims must save vs. paralyzation or be paralyzed for 2d6 rounds.

Önor are master butchers, capable of filleting an entire hide from a man-sized victim in 1d3 rounds by using their bladed hooks. They use this skill on paralyzed victims, inflicting 1d6 points of damage per round for the 1-3 rounds required to remove a victim's skin.

Once the skin has been removed, the victim must make an immediate system shock roll or die. Even if successful, the victim will nonetheless die within 2d4



rounds unless coated with a thin layer of translucent mucus coughed-up by the önor.

A victim so covered is able to function normally, and can even heal up to 50% of the damage inflicted by the skin's removal—the remaining 50% of points lost can only be restored along with the victim's skin itself by use of either a *wish* or *regenerate* spell.

Skinless victims protected by the mucus are often goaded into performing as the önor wishes, for the mucus must be replenished each day. If it is not, the victim will begin to suffer 1d10 points of damage the following day and each day thereafter until death, as this form of damage cannot be healed by any means short of restoration of the victim's entire skin.

Önor are very adept with their *chains of suffering* power, and may cast it at 12th-level of ability, carefully directing the chains in skillful acts of carnage.

These fiends also radiate *weakness* and *chill* (save vs. death or slows 50% and -5 on all dice rolls) in a 10' radius at their option.

They also possess a number of spell-like powers that are usable once per round and in addition to any physical attacks made in the same round. These are: *agonize*, *blister*, *boil flesh*, *chains of suffering* (twice per day), *dispel magic* (thrice per day), *polymorph self* (thrice per day), and *teleport w/o error*.

Additionally, önor possess a number of spell-like effects that function constantly, independent of their conscious thought and, hence, act as natural extensions of their senses and immunities. These are: *detect good*, *detect life*, *detect magic*, *detect traps*, *know alignment*, and *protection from cantrips*.

Once per day, they may attempt to *gate* in 2-8 minions or 1-4 demon locusts with a 40% chance of success. They regenerate 2 hit points per round, but if killed are permanently dead.

HABITAT/SOCIETY: These fiends are dark angels of death and the sensual pleasures. They are prevalent in the pit, torturing victims there, and are also very prone to summonings from the Prime Material Plane. They are most fond of travel there, for there is nothing more likely to instill glee in an önor than to have free run of the mortal populations.

Önor are also sadists and sometimes masochistic in the extreme. They love to play with captured victims, alternating between amorous activities and carving flesh. It is not unusual for the önor to later participate in the pain by turning the hook upon herself, thereby extending the victim's demise for days at a time.

